FEB 2 2 2000

MR. GOUDE: Hello, my name is Learner Goude, and I am the chairman of the Green Party for San Bernardino County. I noticed one thing in the presentation, there was 1.4 in ten million chance of an accident. I recall it was these same people that told us — I forget, how many, one in how many thousand reactor years that there will be an accident the size of Three-Mile-Island. And when Three-Mile-Island came along, why suddenly those statistics were no longer quoted.

I have a feeling that the estimate of their chances of an accident is off by an equal amount. Part of the plan of the DOE places a lot of emphasis on the strength of their canisters. Canister strength is based on the crystalline structure of metals and possibly plastics. However, over a period of time, reactivity will destroy the strength of these metallic crystals and also of plastics or whatever other materials is used to strengthen these canisters. Also, these canisters will not be monitored, as they cannot be, as the temperature in the tunnels will exceed 200 to possibly 400 degrees. They will eventually rupture, and vast quantities of radioactivity will then fall through the fault in the mountain and into the aquifer before it is detected.

This would then immediately change the estimate of approximately two millirems at 40 kilometers, to something very substantially higher than this. Even though the aquifer flows mostly to the west from Yucca Mountain, the scenario of such a leakage could easily render Las Vegas uninhabitable within 50 to 100 years.

Downstream from Yucca Mountain is the Amargosa Valley. There is a dairy there that ships 35,000 gallons of milk per day to the Los Angeles market. If these canisters do leak and discharge their radioactivity into the aquifer, the water would very quickly be picked up and passed along in the milk to millions of people to Los Angeles. And I have not seen this issue addressed in the Environmental Impact Statement.

MS. SWEENEY: Thank you, sir.

1

FACILITATOR HOLMES: Shirley Goodwin?